



36th Annual National



FUTURE OF EDUCATION TECHNOLOGY CONFERENCE

- 400 Sessions and Workshops
- 500 Vendors
- 8500 Educators

Future of Education Technology Conference

Attended:

- David DeSantis-Superintendent of Learning (School Effectiveness, Student Success)
- Chris Demers-Chief Information Officer
- Ferdinand Krauss-21st Century Learning & IT Consultant

Innovative Practices Learned to Inform Strategic Direction:

- Gamification for engaged learning
- Advanced interactive projection technology
- Virtual and Augmented Reality to provide engaged guided virtual field trips and ultra realistic learning opportunities from the classroom
- Robotics, Raspberry Pi and Coding STEM options for STEM engagement
- Social collaboration for learning and the group the creation of content from documents to music
- So many cloud tools that interact and enhance the WCDSB Google Apps For Education environment
- Hosted services such as Web and Phone systems that potentially will increase service while decreasing cost













Robotics

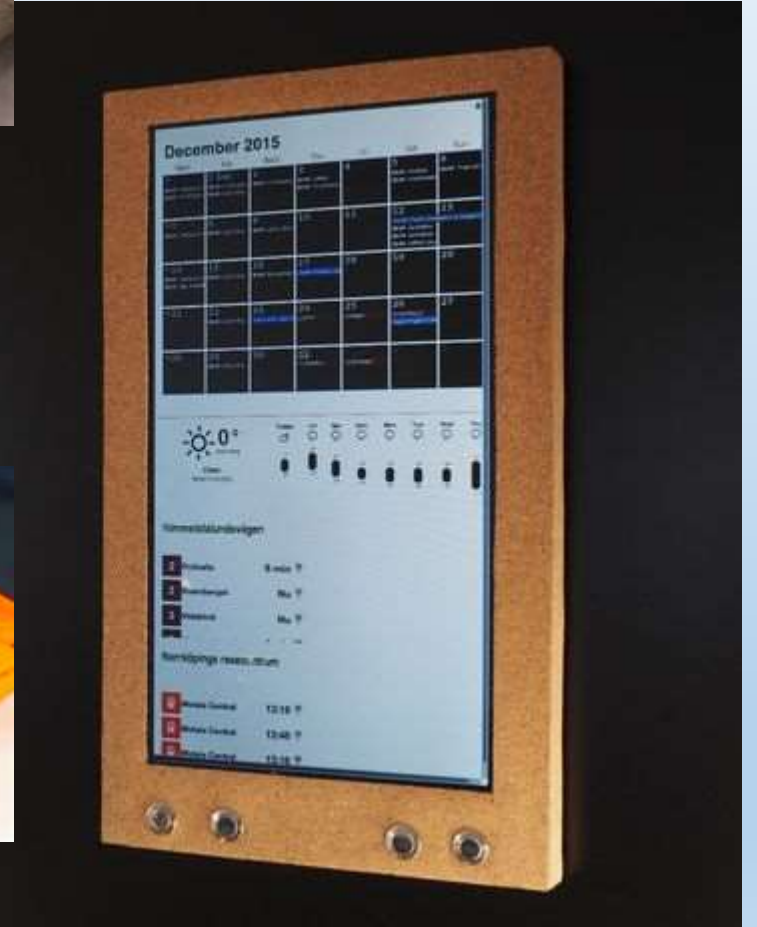
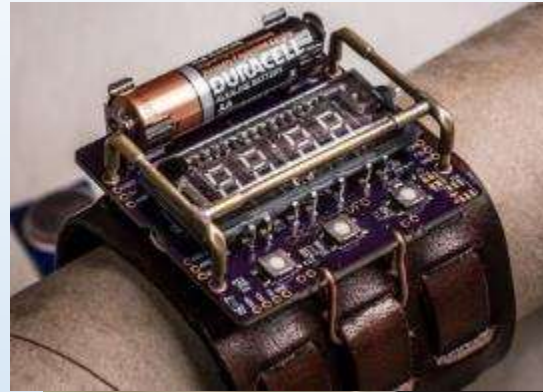


Techshare Live

- Google Tone (distribute information through tone pattern)
- OSMO (iPad augmented reality)
- Kahoot! (Like Clicker, free, uses any device, export results, like a gameshow, battle previous tests, compete against anyone in the world)
- Puppet Pals 2 (Animated stories & Presentations easy)
- SeeSaw.me (Explain everything)
- Zipgrade (scansheets automated)
- Bloomz (Parent Volunteers, Parent Interviews)
- Scratch Puzzle (visual coding, using puzzle pieces)
- Homido VR (3d hologram project from a cd case)
- Pi-Top (Raspberry Pi Laptop build your own projects)
- Pi-0 (\$5 Raspberry Pi)

Raspberry Pi

- Wall Mounted Google Calendar and Notification Center
- <http://www.instructables.com/id/Raspberry-Pi-Wall-Mounted-Calender-and-Notificatio/>
- Build your own Laptop
- <http://www.pi-top.com/>



Girls and STEM

- Opening Keynote
- Computer Science and Coding is biggest new job area plus the fastest growing sector in general. Engineering is number 2.
- Very few girls are going into Computer Science or other STEM fields
- Keynote a leader in promotion of girls in computer science. Has seen a lot of success with her sponsored camps.

Thursday Keynote (Leland Melvin)

- <https://youtu.be/ylf8pM8XMBY>
- Former NFL player. Astronaut in Shuttle program
- Lieutenant Uhura in Star Trek major role model
 - Seeing a Black woman in a space showed that he could do the same
- Like need to see like; need minority and woman role models in STEM fields to be role models for future generations
- Was called recently for Chris Hadfield contact info! 😊
- Gave out several STEM awards during his Keynote.

Google Apps for Education

- WeVideo- Free online video editing software. Has Chrome plugin and an app. Solve video storage issue?
- Ujam- Online music mixer. Publishes to Google Drive. Chrome plugin.
- Office Online extension for Chrome. Works with Office 365 for Online viewing and editing of documents.
- BioDigital Human- 3D augmented reality plugin for anatomy
<https://human.biodigital.com/>

10 Tips for Managing your Google Domain



John Sowash

@jrsowash

ElectricEducator.com

Complete this survey to
receive a copy of session
notes and information:

goo.gl/yPPg8L

Web, Classroom and Parent Engagement

Edsby <http://edsby.com/> <http://1drv.ms/1OAaNd7>

- Canadian/Ontario made
- Run by HDSB, WRDSB, KPRDSB and many other districts, being considered by many other
- Gradebook, standardized testing, Parent Interview booking, Volunteers, Fees
- Will have Compass for Success Functionality in a year
- Will sync with School Banking for Parent Accounts

Edlio <https://www.edlio.com/>

- Hosted School and District Websites
- Google integration

Hosted Phone System

RingCentral <http://www.ringcentral.ca/>

- Hosted Phone System
- No phone controllers
- Automatic failover to local
- Desktop phone client, voicemail in your email
- Cloud controlled and managed
- No long distance to North America
- Built in Collaboration
- Integration with Office 365 and GAFE

Projection Technology

- What is the future of Projector & Touch Technology?
- Where is Touch required?
- Projectors or TV?
- Bulb, LED or Laser projector?

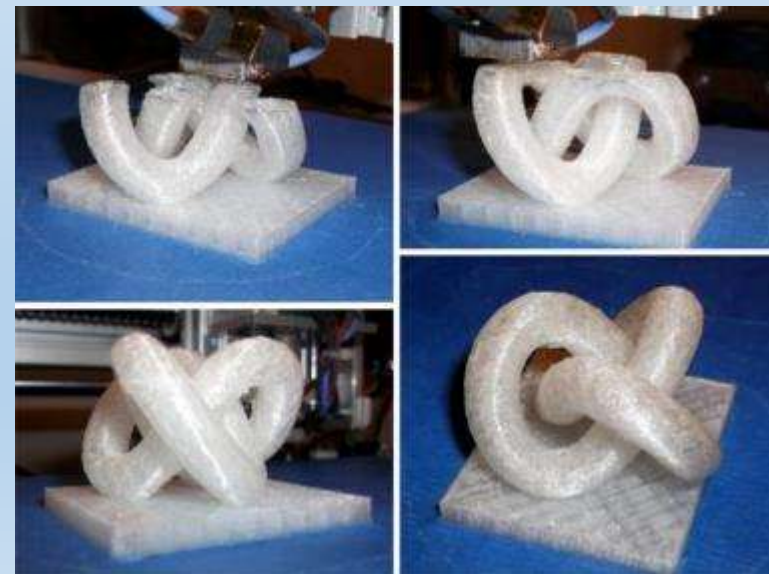
Many vendors had displayed all of these options including touch TV's

New touch software that does things well beyond Smart Notebook

Gamification for Learning

- Prodigy: Math Focused Fantasy Game <https://prodigygame.com/>
- Minecraft EDU: <https://minecraftedu.com/>
- Kahoot! Gameshow, clicker like, online. Works with all devices.
<https://getkahoot.com/>
- Voyagers Sopris: Subject base games for learning
<http://www.voyagersopris.com/>

3D Printing



Augmented Reality

- 3D tours and learning through Google Cardboard
- <http://www.greenbot.com/article/2887272/android/the-best-google-cardboard-vr-apps.html>
- 3D hologram projects <https://www.youtube.com/watch?v=JqyK7CNZx2g>
- 3D Anatomy <https://www.youtube.com/watch?v=hDJeNZz7No0>



Social Music Creation

- Soundtrap <https://www.soundtrap.com/>
- Social music creation
- With other students at your school, at other schools or around the world. Tracks can be added to a song by whoever you invite.
- Autotune, effects, base tracks, drums, patches

